ABOUT THE MAJOR
The BA in Studio Art degree serves students whose focus is on the liberal arts, and who desire a general education in the visual arts. The BA in Art History degree exposes students to the various cultures of the past and present and challenges students to relate themselves to a larger world. Art History students are required to write about art critically and to conduct research, and their initiation into the practice takes place in these courses. The Bachelors of Art (BA) is offered in Art History and Studio Arts. Students are encouraged to take part in the department’s summer studies abroad program. Scholarships are available to partially defray the cost of the summer program.

ABOUT THIS MAP
This program map is intended ONLY as a guide for students to plan their course of study. It does NOT replace any information in the Undergraduate Catalog, which is the official guide for completing degree requirements. Use this map to help plan and guide your experience at UWG, including academic, co-curricular, and discovery opportunities. Everyone’s experience is different and activities in this map are suggestions. Always consult with your advisors whenever possible for new opportunities and updates.

WHERE CAN YOU GO WITH THIS DEGREE?
- Art Educator
- Art Management
- Art Therapist
- Artist
- Conservator
- Fashion Designer
- Graphic Designer
- Illustrator
- Interior Designer
- Visual Development Artist

ADD A CERTIFICATE
- Arts Management
- Museum Studies
- Public History

STUDIO ART
Bachelor of Art

<table>
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<tr>
<th>CORE CREDIT HOURS</th>
<th>MAJOR CREDIT HOURS</th>
<th>MINOR CREDIT HOURS</th>
<th>ELECTIVE CREDIT HOURS</th>
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<td>60</td>
<td>42</td>
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HONORS COLLEGE
Consider joining if you have an Overall GPA of 3.2 and earned 15 college credit hours!

Visit westga.edu/program-maps for the latest version of this major map.

VISIT WOLFWATCH FOR MORE INFORMATION.
HAVE A QUESTION? CHECK IN WITH YOUR ADVISOR!

UNIVERSITY OF WEST GEORGIA
TERM 1: FALL
C1: ENGL 1101 3 CREDIT HOURS
ENGLISH COMPOSITION I

S1: HIST 1111 OR 1112 3 CREDIT HOURS
WORLD HISTORY

I2: XIDS 2002 2 CREDIT HOURS
(RECOMMENDED) FIRST-YEAR SEMINAR

F: ART 1006 OR 1009 3 CREDIT HOURS
DESIGN I (2D) OR DESIGN II (3D) (UNLESS TESTED OUT)

F: ART 1007 3 CREDIT HOURS
DRAWING I

TERM 2: SPRING
C2: ENGL 1102 3 CREDIT HOURS
ENGLISH COMPOSITION II

T3: MATH 1001 OR 1111 3 CREDIT HOURS
QUANTITATIVE SKILLS & REASONING OR COLLEGE ALGEBRA

I1: FORL 1001 OR 1002 3 CREDIT HOURS
(UNLESS TESTED OUT)

F: ART 1006 OR 1009 3 CREDIT HOURS
DESIGN I (2D) OR DESIGN II (3D)

F: ART 1008 3 CREDIT HOURS
DRAWING II

TERM 1: FALL
ART 3301 3 CREDIT HOURS
BEGINNING CERAMICS

ART 3601 OR 3602 3 CREDIT HOURS
PAINTING I WATERCOLOR OR PAINTING II

F: ART 2201 OR 2202 3 CREDIT HOURS
HISTORY OF WESTERN ART I OR II

A1: FORL 1002 OR 2001 3 CREDIT HOURS
(HISTORY OF THE ART WORLD) (UNLESS TESTED OUT)

T1: SCIENCE + LAB 4 CREDIT HOURS

TERM 2: SPRING
ART 3801 3 CREDIT HOURS
PRINTMAKING I: SCULPTURE

ART 3901 3 CREDIT HOURS
INTRODUCTORY SCULPTURE

F: ART 2201 OR 2202 3 CREDIT HOURS
HISTORY OF WESTERN ART I OR II

T3: STEM COURSE MINOR

MILESTONES:
- Earn 15 or more credit hours (C or better in art classes)

TERM 1: FALL
ART 3901 3 CREDIT HOURS
INTRODUCTORY SCULPTURE

F: ART 2201 OR 2202 3 CREDIT HOURS
HISTORY OF WESTERN ART I OR II

A1: FORL 1002 OR 2001 3 CREDIT HOURS
(HISTORY OF THE ART WORLD) (UNLESS TESTED OUT)

T1: SCIENCE + LAB 4 CREDIT HOURS

TERM 2: SPRING
ART 3801 3 CREDIT HOURS
PRINTMAKING I: SCULPTURE

ART 3901 3 CREDIT HOURS
INTRODUCTORY SCULPTURE

F: ART 2201 OR 2202 3 CREDIT HOURS
HISTORY OF WESTERN ART I OR II

T3: STEM COURSE MINOR

MILESTONES:
- Earn 15 or more credit hours (C or better in art classes)
TERM 1: FALL

FORL 2001 3 CREDIT HOURS
Foreign Language (unless tested out)

ART 4078 3 CREDIT HOURS
Mid Program Review

ART 3210, 4211, OR 4215 3 CREDIT HOURS
Non-Western Art, Japanese Art, or Art of the African Diaspora

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

A2: HUMANITIES 3 CREDIT HOURS

MILESTONES:
- Complete Mid Program Review, BA in Art (Studio Art).
- Earn 15 or more credit hours (C or better in art classes).

TERM 2: SPRING

FORL 2002 3 CREDIT HOURS
Foreign Language (unless tested out) or an approved 2000-level FORL course

ART HISTORY ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art History Class

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

P1: HIST 2111 OR 2112 3 CREDIT HOURS
US History

MINOR 3 CREDIT HOURS

MILESTONES:
- Earn 15 or more credit hours (C or better in art classes).

15 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS = 30 CREDIT HOURS

TERM 4

P2: POLS 1101 3 CREDIT HOURS
American Government

ART 4998 1 CREDIT HOURS
Senior Capstone Experience I

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

S2: SOCIAL SCIENCE 3 CREDIT HOURS
MINOR

MILESTONES:
- Complete Capstone I.
- Earn 15 or more credit hours (C or better in art classes).

TERM 2: SPRING

ART 4999 2 CREDIT HOURS
Senior Capstone Experience II

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

ART STUDIO ELECTIVE OR MINOR 3 CREDIT HOURS

MINOR 3 CREDIT HOURS

MILESTONES:
- Complete Capstone II.
- Earn 14 or more credit hours (C or better in art classes).
- Complete 120 credit hours (graduate).

16 FALL CREDIT HOURS + 14 SPRING CREDIT HOURS = 30 CREDIT HOURS

YEAR 3

CRUSH YOUR COURSEWORK

- Continue taking University Core classes.
- Secondary Art Core.
- Start your Minor.
- Start your Language and Cultures sequence.
- Complete Mid-Program Review.
- Continue meeting with art mentor.
- Take ART 2000, ART 2201, and 2202.

FIND YOUR PLACE

- Volunteer to help out at Art Infuse and Art Incend.
- Continue meeting with art mentor.
- Attend visiting artist presentations.
- Enter work into The Eclectic.

BROADEN YOUR PERSPECTIVES

- Participate in Critique with a Visiting Artist.
- Join a student club (i.e., Anthropology club, Art Student Union).
- Attend a visiting artist/speaker lecture.
- Initiate an SRAP grant with art and/or minor faculty.
- GPA 3.2 or above? Consider applying to the Honors Program.

CONNECT OFF-CAMPUS

- Seek out an Internship.
- Study Abroad.
- Visit Atlanta, see what it has to offer: The High Museum, MoCA GA, Atlanta Contemporary Arts Center, Binders, Sam Flax, etc.
- Utilize the free and confidential resources at the campus Counseling Center if needed.
- Take a group fitness class, explore the outdoors, or use the gym at University Recreation.
- Practice mindfulness and stress reduction techniques.
- Connect with like-minded peers on campus through the Center for Student Involvement and Inclusion.
- Plan to stay connected to UWG after you graduate. Visit the UWG Alumni Association.

TAKE CARE OF YOURSELF

- Make connections between your Minor and your Major.
- Submit work to the Juried Student Exhibition.
- Apply for a Student Assistant position.
- Prepare Resume/Portfolio.
- Apply for Jobs/Graduate School.
- Hold a leadership position (i.e., ASU President).
- Talk with your Art Mentor about your post-graduation plans.

PAVE YOUR PATH

- Visit the Office of Career and Graduate School Connections to help you determine next steps for your academic or professional goals.
- Present your art or art history research at Scholars’ Day.
- Meet with your art mentor.
- Consider becoming a Peer Tutor.

YEAR 4